Dillon Baker

Senior UX designer specialized in cutting-edge spaces and 0-to-1 product design.

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Experience

Amazon - Senior UXD, Conversational UI, AI, & AR

Nov 2024 - Jan 2026

Led the infusion of conversational AI into open-camera shopping experiences at Amazon, driving new cross-team patterns and features for spatially aware 3D interactions and AI chat overlays in immersive experiences.

Amazon - Senior UXD, 3D Visualization

Nov 2022 - Nov 2024

Led design on several 3D features. Drove multiple brand partnerships and $30M+ in revenue across multiple 0-to-1 features, and co-authored a site-wide 3D design systems UI library and best practice stylesheet.

Amazon - UXD, Virtual Reality R&D

Jul 2017 - Nov 2022

Led design for several high-fidelity AR/VR northstar prototypes across a multitude of platforms, routinely presenting to C-suite leadership. Created cross-org best practices for XR experiences.

Honeywell Aerospace - UXD, Hololens R&D

Oct 2016 - June 2017

Designed and prototyped Hololens-based AR flight deck interfaces for commercial aviation alongside nine undergrads—conducting user research, designing training and trajectory interfaces, and building Unity prototypes.

NASA Jet Propulsion Laboratory - Undergrad UXD

Dec 2016 - June 2017

Selected as one of five UW students to collaborate with NASA, designing HoloLens interfaces to improve the Perserverance Rover's route planning and geological analysis workflows for JPL scientists.

Microsoft - Xbox UX Intern, Accessibility Design

June - Sep 2016

Built a functioning Braille input/output controller adapter to allow blind gamers to better communicate while playing. Patented device, won Hackathon awards, and presented to C-suite leadership.

Education

University of Washington

2012 - 2017

Bachelor in Interaction Design

Skills

Tools

Design - Figma, Sketch, Framer
Video - AE, Cinema 4D, Nuke
3D - Blender, Maya, Unity, Babylon
Code - Basic HTML/CSS/JS, Java

Skillsets

User Experience & Visual Design
Conversational AI Design
3D/AR/VR Design & Development
Video Production
User Research & Usability Testing
Rapid Prototyping
Design Systems
Accessibility

Achievements

11 Design Patents
Artwork Featured in WaPost & More
Microsoft Design Expo Finalist '18